

Lone Wolf Club Newsletters

1985 Summer Special

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation and grammar have not been noted.

Publication Date: 13 January 2012

Text copyright © 1985 Joe Dever

Illustrations copyright © 1985 Gary Chalk

Distribution of this Internet Edition is restricted under the terms of the **Project Aon License**.

Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

SUMMER SPECIAL

Summer is here at last, and to celebrate the holiday season we've prepared this Lone Wolf Club SUMMER SPECIAL that is brimful of news and features for Lone Wolf fans. In response to the deluge of letters we've had since the last Newsletter, there are specially extended 'Kai Konnection' and 'Monastery Mailbag' features, plus a Summer Special Kai Crossword Competition for you to enter. Also, there's the chance for you to tell us exactly what you think about the Lone Wolf series in the Kai Questionnaire. It appears on the back of the crossword entry form and can be sent, with or without a competition entry, to the following address:

The Lone Wolf Club (SS4)
17-21 Conway Street,
London, W1P 6JD

The hottest news from the monastery is the start of a new series of books set in the world of Magnamund. Entitled 'GREY STAR', they chronicle the quest of a young Shianti wizard from the Isle of Lorn, in southern Magnamund. In this new series of gamebooks, you are the hero—Grey Star. Your task is to complete the quest for the Moonstone of the Shianti, a gem of great power that will enable you to challenge evil Shasarak—the Wytch-king of Shadaki, a cruel tyrant whose empire threatens to destroy your people.

The first of this exciting new series—The Wizard Grey Star—is due out in October of this year, with the publication of Book Two—City of the Dead*—soon after. Written by Ian Page and Joe Dever, they are beautifully illustrated by Ian McCaig and Paul Bonner, and contain a colour map and rules for magic that are based on the Lone Wolf game system.

In Newsletter 4, out next month, we'll be telling you more about Grey Star, and printing the new MAGNAKAI rules for the advanced Lone Wolf books, the first of which ('The Kingdoms of Terror') is due for publication on the 7th November, '85.

* Provisional title only



Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

Dear Kai Lords,

I really enjoy your Lone Wolf series. Your books are widely read in my country and I do not know of a single one of my friends who does not know what 'Lone Wolf' is. My favourite book is 'Fire on the Water' closely followed by 'The Chasm of Doom'. Please can we have Vonotar the Traitor return again . . . he's my favourite baddie!

Best Wishes,

Tan Ju Nguan, SINGAPORE

Dear Kai Lords

I'm hoping you can answer a few queries I have about your excellent Lone Wolf books. Having just finished 'Caverns of Kalte', I am currently carrying an Axe (with which I am skilled), a Magic Spear (which I pulled out of a Helghast in Book Two) and the Sommerswerd. Am I allowed to carry all three of these at the same time and if I am not, which weapon do you suggest I drop? My next question is whether Joe is planning on writing another series after Lone Wolf, I'm sure he'll make a good job of it! And lastly, do you think you could print a list of all the Club members so that they can get in touch with each other? Keep up the good work!

Yours honourably,

Chris Heaton, BRADFORD

Yes, Chris, you are allowed to carry all three of the items mentioned. The Magic Spear and the Sommerswerd are both Special Items, and do not count as Weapons so far as the rule for carrying only 2 Weapons is concerned. At the end of each adventure you are allowed to leave items in safe keeping at your monastery, but of course you cannot use them during your next adventure if you do so. Joe has recently completed the first two books in a new series entitled 'Grey Star' (see the first page for details), and the Kai Konnection pen-pal feature set up in Newsletter No. 3 should help all those club members who would like to make new friends by post.

Dear Kai Lords,

Congratulations on your brilliant role-playing adventures. Your Lone Wolf books are the élite of fantasy gamebooks. I'd especially like to congratulate Gary on his magnificent illustrations and say how greatly influenced I have been by his artwork. I am going to art college in September in order that I may, one day, become a successful book illustrator. Also, thanks for a most enjoyable drawing competition—let's have some more of them, please!

Yours Artistically,

Adrian Onn (Kai Savant) ST. ALBANS

Dear Kai Lords,

I wonder if you could advise me on the following queries:

1. In Book Two, 'Fire on the Water', I received the Sommerswerd and was instructed that its power increased my COMBAT SKILL by 8 (10 if I possessed Weaponskill in Swords). Is the COMBAT SKILL increase valid in future books and is the increase only applicable in combat against the undead?
2. In Book Three, 'The Caverns of Kalte', I found a vial containing distilled Graveweed (Sections 10, 250 & 77). I was then asked if I had ever visited the 'Graveyard of the Ancients' (ref. Book One). My problem is that I did go to the graveyard, but I was flattened by a block of granite. I'm wondering if this visit still counts.

Yours Kaifully,

Steven O'Dea, EDINBURGH

Yes, the increase in your basic COMBAT SKILL is valid from Book Two onwards, adding 8 points (in your case 10 due to your Weaponskill with Swords) to your total in any combat in which you use it.

Strictly speaking, in 'The Caverns of Kalte' the text should have read: 'If you have ever visited the Graveyard of the Ancients and survived', as your knowledge of graveweed would only be of use to you if this was the case.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:	THE LONE WOLF CLUB (MM) SPARROW BOOKS, 17-21 CONWAY ST. LONDON, W1P 6JD
--	--

Dear Kai Lords,

Can you tell me if I will always have the Sommerswerd and will it always give me +8 points to my COMBAT SKILL?

Yours Sincerely,

Michael Morby, LONDON

Without giving too much away, any player who has found and kept the Sommerswerd during book two of the Lone Wolf series will be allowed to keep and use it in all forthcoming Lone Wolf adventures. As readers are no doubt aware, the Sommerswerd is the most important of all Special Items so far. It gives the player +8 to his / her COMBAT SKILL and doubles the loss of ENDURANCE points to the enemy when used against 'undead' creatures. Further information about its origin and powers will be revealed in future Lone Wolf books.

Dear Kai Lords,

Can you help me work out what the Giak Officer shouted at me in 'Flight from the Dark'? Is it a completely new language and therefore impossible to decode, or do the runes correspond to certain letters of our own alphabet?

Bob Gould, STAFFORD

In 'Flight from the Dark' (entry no. 325) the Giak officer shouts: "Ogot, Ogot!" at his cowering troops, followed by "RANEG ROGAG OK—ORGADAKA OKAK ROGAG GAJ!", which he screams at you.

The literal translation of this Giak sentence is as follows:

RANEG (return) ROGAG (future tense)

OK (I)—ORGADAKA (humans) OKAK (you)

ROGAG (future tense) GAJ (die)

Rearranged into English, the sentence reads: "I will return—you humans will die!"

The Giak language has been fully developed and documented by Joe, and it will be explained in full, i.e. how to speak, write and read it, in the forthcoming Magnamund Companion. 'Ogot', by the way, means 'Retreat' in English.

Dear Kai Lords,

I am an ardent fan of your books and I am hoping that you can straighten out a couple of queries I have:

1. In Book One, section 181, does this loss of equipment also include loss of money and Helmet?
2. Can the Padded Waistcoat from Book Three also be worn with a Chainmail Waistcoat in that adventure and others?
3. If you are instructed to eat Meals whilst in moving vehicles, and you have the Kai Discipline of Hunting, can you bypass this instruction or must you eat a Meal?

By the way, the new look newsletter is marvellous—I enjoyed No. 3 very much, especially the 'Giak Chat' part. Well done!!!

Yours Proudly,

Daren Britt (Kai Warmarn) CRAWLEY, Sussex

I'm afraid that the bandits took everything you had, including your Helmet and crowns. The Padded Waistcoat can be worn in addition to the Chainmail Waistcoat; indeed, during the Middle Ages it was very common for soldiers to wear a padded waist-coat under their chainmail to increase its protection and make it more comfortable to wear. As regards to the Meals, yes, you can bypass eating a Meal during a journey by vehicle if you have Hunting. We assume that the coach must stop at some time to allow for 'calls of nature', if nothing else!

Dear Kai Lords,

I would be grateful if you could tell me how often the Lone Wolf Club Newsletter comes out.

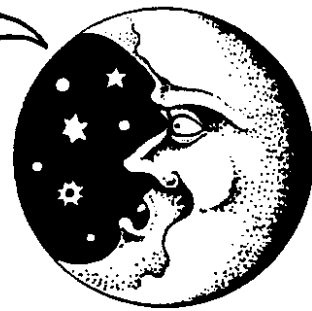
Yours Faithfully,

A. Chomley, HUTTE, W. GERMANY

We hope to produce four Lone Wolf Club Newsletters a year, one for each season, plus two specials—one for the New Year and one for Summer. Release of the newsletters should be approximately one month in advance of new Lone Wolf books, with the specials sent to members in January and August of each year.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post. All you need do is send us a few details about yourself, using the Kai Konnection form, and we will feature you in the first available Kai Konnection feature.



Name: PAUL TYRRELL
Age: 9
Address: England
Hobbies: Gamebooks, cube, writing short stories.
Would like a pen-pal with similar interests and of a similar age group.

Name: JASON GRAFHAM
Age: 14
Address: England
Hobbies: RPGs, funk music, athletics, hates mushrooms, likes intelligent people of same age.
Would like pen-pal (preferably a girl) with similar interests and who is a dedicated Lone Wolf fan (rank of at least Warmam).

Name: NICKY J CHURCH
Age: 11
Address: England
Hobbies: Badminton, scouts, gamebooks.
Would like a pen-pal (boy / girl) with similar interests.

Name: RUPERT BEAN
Age: 11
Address: England
Hobbies: Gamebooks, AD&D, board-games.
Would like male pen-pal with similar interests.

Name: GARY MARSHALL
Age: 12
Address: England
Hobbies: Lone Wolf, metal miniatures, Warhammer, running.
Would like pen-pal (boy / girl) dedicated to Lone Wolf and with similar interests.

Name: GEOFFREY SIMON
Age: 13
Address: Guernsey
Hobbies: BMX, gamebooks, computer games.
Would like a pen-pal (boy) of similar age and interests.

Name: KIRK ANDERSON
Age: 14
Address: England
Hobbies: Stamps, cars, ghost hunting, supernatural mysteries.
Would like a male / female pen-pal with similar interests.

Name: CHRISTOPHER BENEKE
Age: 12
Address: Co. Durham
Hobbies: D&D, RuneQuest, Lone Wolf.
Would like a pen-pal (boy / girl) of similar age and interests.

Name: GLYNN RYLAND
Age: 15
Address: England
Hobbies: Role-playing games, art, drama.
Would like a pen-pal, same age or older, with similar interests.

Name: NIGEL WHITEOAK
Age: 12
Address: England
Hobbies: Role-playing (Traveller, AD&D, Star Frontiers), gamebooks, war gaming and computer games.
Wants a pen-pal with similar interests (boy / girl).

Name: DEBBIE ALEXANDER
Age: 10
Address: Northern Ireland
Hobbies: Stamps, gamebooks, collecting erasers, joining clubs!
Would like a pen-pal (boy) with good sense of humour.

Name: SHANE BALKHAM
Age: 13
Address: England
Hobbies: Collecting & writing gamebooks, computers, drawing, sports.
Would like a pen-pal with similar interests.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 17-21, Conway Street, London, W1P 6JD

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

Name: IAN JESS
 Age: 17
 Address: Co. Derry
 Hobbies: PBMin (play by mail) and gamebooks / comics.
 Would like to hear from anyone into Marvel comics, 2000 AD, PBMin and reading gamebooks.

Name: MARK FENTON
 Age: 11
 Address: England
 Hobbies: Collecting football programs, football & fantasy gaming (not D&D).
 Would like a male pen-pal into football, fantasy books, the 'Beano' and writing letters.

Name: EMMA FISK
 Age: 12
 Address: Co. Durham
 Hobbies: Collecting stamps, sport and drawing.
 Would like a pen-pal (boy / girl) with similar interests.

Name: JONATHAN HAMILTON
 Age: 14
 Address: Northern Ireland
 Hobbies: Gamebooks, magazines, keyrings (has over 70), swimming and canoeing.
 Would like a pen-pal of the same age with similar hobbies, preferably in Northern Ireland.

Name: MARTIN HILL
 Age: 11
 Address: England
 Hobbies: Stamp collecting and fantasy books (has over 20).
 Would like a pen-pal who likes gamebooks and writing letters.

Name: SIMON COLLISON
 Age: 11
 Address: England
 Hobbies: Wildlife, drawing, computing, reading fantasy / game-books.
 Would like a pen-pal (boy / girl) with similar interests.

Name: MARK BULLEN
 Age: 12
 Address: England
 Hobbies: Gamebooks, wargaming, computing, model glider flying, reading.
 Would like a pen-pal interested in wargaming and / or gamebooks.

Name: MICHEAL GIBBENS
 Age: 13
 Address: England
 Hobbies: Collects fantasy gamebooks and badges (over 420). Like reading, athletics and cats.
 Would like a pen-pal (boy / girl) with similar interests aged between 12 and 15.



Name: ROBERT LONG
 Age: 14
 Address: England
 Hobbies: AD&D, Warhammer, collecting metal miniatures, J. R. R. Tolkien.
 Would like a pen-pal with the same / similar interests.

Name: RODDY MOORE
 Age: 14
 Address: Scotland
 Hobbies: Fantasy gamebooks, Spectrum 48K and football.
 Would like a pen-pal (boy / girl) interested in Spectrum computer and role-playing games.

Name: MATTHEW GEE
 Age: 15
 Address: England
 Hobbies: Collecting metal miniatures, ice hockey, drawing, RPGs.
 Would like a pen-pal (boy / girl) with similar interests, especially RPGs (Rune-Quest).

Name: "WIZ" E. RANKIN
 Age: 14
 Address: England
 Hobbies: Fantasy gamebooks, reading, drawing, anything nutty!
 Would like a nutty pen-pal (boy / girl) who is interesting.

Name: SEAN HAMILTON
 Age: 16
 Address: Scotland
 Hobbies: D&D, metal miniatures, pop music, sci-fi magazines (White Dwarf, 2000AD etc.).
 Would like a pen-pal (boy / girl) with similar interests (UK).

Name: RACHEL COCKLIN
 Age: 15
 Address: England
 Hobbies: Role-playing games (D&D, T&T), Laurel & Hardy films, clarinet.
 Would like a pen-pal (boy / girl) with similar interests—preferably insane.

Name: CHRISTOPHER GREEN
 Age: 11
 Address: England
 Hobbies: Collecting gamebooks & badges, coins, D&D, rugby.
 Would like to hear from a pen-pal with similar interests.

Name: PAUL RAND
 Age: 13
 Address: Co. Durham
 Hobbies: Computers and RPGs.
 Would like a pen-pal with the same interests (RuneQuest and AD&D especially).



Joe Dever and Gary Chalk based on the best selling role-playing
adventure book "The Caverns of Kalte"

LONE WOLF AND THE ICE HALLS OF TERROR

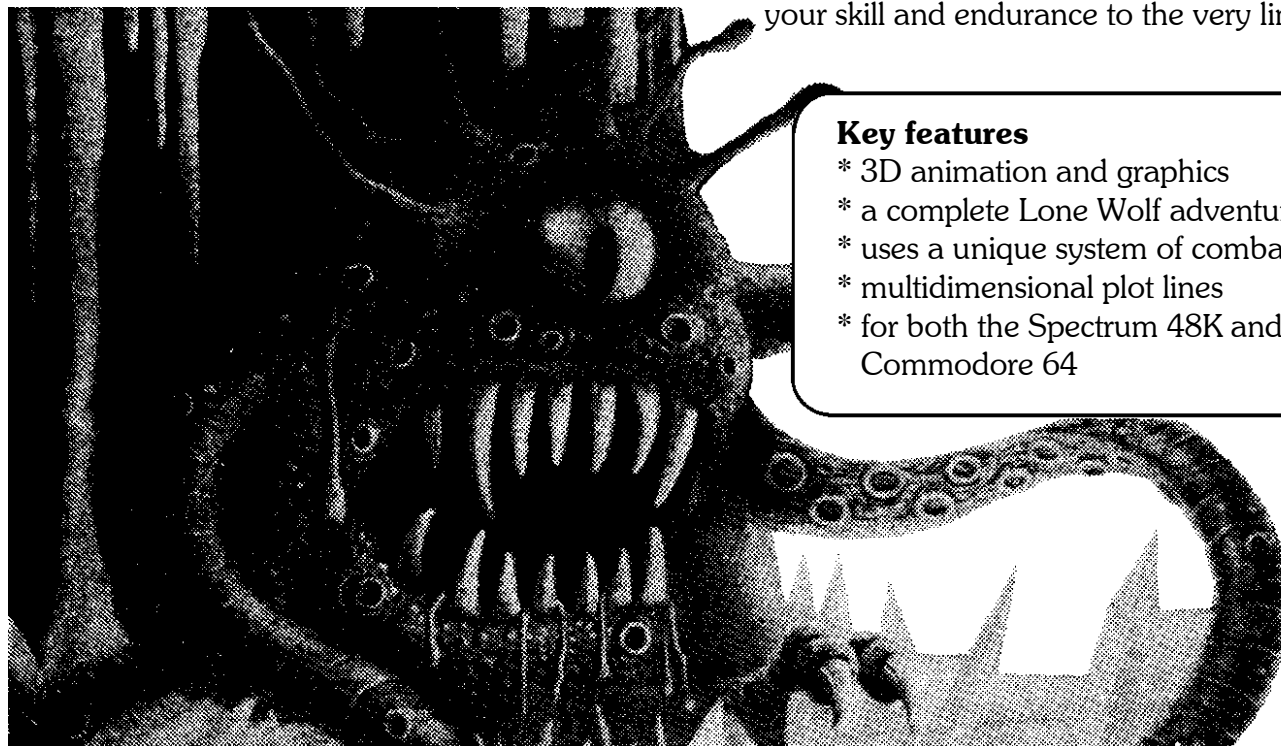
The most exciting adventure of your life continues... Vonotar the Traitor still lives—can you survive the Ice Halls of Terror? You are Lone Wolf, the last of the Kai Lords. Shocking news reaches your homeland that Vonotar the Traitor still lives. Safe within the indomitable ice fortress of Ikaya, he now rules over the icy continent of Kalte.

The King has vowed to your people that the evil traitor will be brought back to Sommerlund and made to stand trial for his crimes. But it is a promise that only you, Lone Wolf, can fulfil.

In the ICE HALLS OF TERROR, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

Key features

- * 3D animation and graphics
- * a complete Lone Wolf adventure
- * uses a unique system of combat skills
- * multidimensional plot lines
- * for both the Spectrum 48K and Commodore 64



ORDER FORM



Lone Wolf 3: 'The Ice Halls of Terror', can be ordered direct from the publishers at £9.95 each (includes VAT, postage and packing). Please send your order and cheque/postal order, made payable to Century Communications, to: Century Communications, Brookmount House, 62–5 Chandos Place, Covent Garden, London, WC2N 4NW.

NAME: PROGRAM:

ADDRESS:

Please state clearly which program you require and allow 30 days for delivery. You need not necessarily send this form with your order, but do remember to give your name, address, the program you require, and to enclose a cheque.

The Lone Wolf T-shirt



Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

Made from the finest machine-washable, 50/50 cotton and polyester mix, these top quality T-shirts are available in the following Sizes:

XS (32"), S (34"),
M (36"-38"),
L (40"), XL (44"-46").



ONLY £4.95

plus 75p post & packing

ORDER EARLY TO AVOID DISAPPOINTMENT

T-shirt Offer Order Form

Please send me the following 'Flight from the Dark' T-Shirt:

Please complete the whole coupon in block capitals and return the order to:

**LONE WOLF T-SHIRT
OFFER**
Arrow Books, Dept. MA,
17 Conway Street,
London, W1P 6JD

Make your cheque / postal order payable to Arrow Books. Please ensure your name and address is filled in on the back of cheques.

QUANTITY	CHEST SIZE	PRICE		
	XS (32")	£4.95	£	:
	S (34")	£4.95	£	:
	M (36"- 38")	£4.95	£	:
	L (40")	£4.95	£	:
	XL (44"- 46")	£4.95	£	:
SUB-TOTAL:		£	:	
POSTAGE & PACKING (1 ST SHIRT):		£	:	75p
P&P for each additional T-Shirt only 20p each		£	:	
TOTAL AMOUNT SENT:		£	:	

Please allow 28 days for delivery. If not satisfied we will refund your money immediately. All prices include VAT.

NAME _____

ADDRESS _____



LONE WOLF

OFFICIAL 25mm MINIATURES



LONE WOLF MODELS ARE DESIGNED TO ACCOMPANY HUTCHINSON'S PAPERBACK LONE WOLF ADVENTURE SERIES BY GARY CHALK AND JOE DEVER. MODELS SUPPLIED UNPAINTED.



LONE WOLF



VORDAK



BANEDON
Young Theurgist



VONOTAR



BANDIT

GUARDSMEN

GIAKS



1 2 3 4 5 6 7



NOODNICS x2



SUB-TOTAL	
POSTAGE & PACKING	
TOTAL (Chq / P.O. encl.)	

[illegible]

NAME _____

ADDRESS _____

PLEASE NOTE It is impossible to send Overseas orders by air mail as postage charges often exceed the value of the figures.

PLEASE MAKE ALL CHEQUES / POs PAYABLE TO GAMES WORKSHOP LTD



The Lone Wolf Club SUMMER SPECIAL CROSSWORD Competition has been based around characters and events that can be found in Lone Wolf Books 1-4. Entries must be in before 30th November 1985, and entries received after this date will not count, so do get them in to us as soon as possible. All winners will be notified by post no later than 1st January 1986.

* * PRIZES * *

The first correctly completed entry picked at random from all the entries received will win a deluxe MULTI-FUNCTION WRIST WATCH and a complete set of autographed Lone Wolf books.

The following five correctly completed entries, picked at random from all the entries received, will win autographed copies of 'SHADOW ON THE SAND', book five in the Lone Wolf series.

Now that you know the prizes, here are the clues to the SUMMER SPECIAL Crossword. The crossword is printed on the same page as the entrant details form which you must complete with your name and address. Remember to send it to us no later than 30th NOVEMBER 1985

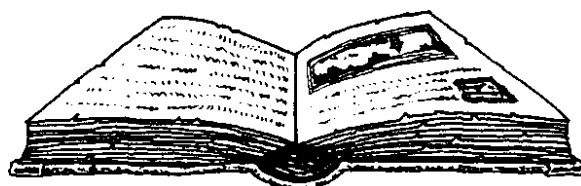
GOOD LUCK!

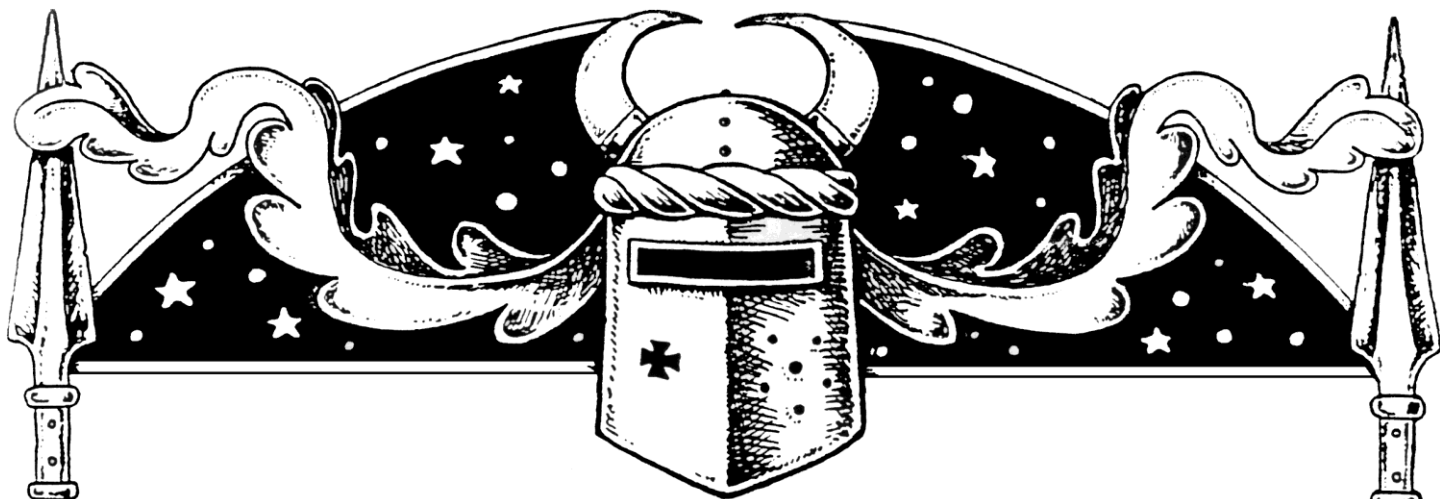
ACROSS

1. A mountain in Kalte (10)
2. A tailless monkey (3)
3. Every Lone Wolf adventure has a coloured one of these (3)
5. A rodent that lives in a sewer (3)
8. A famous company of Cloeasian troubadours (6)
11. The number of Disciplines that a Kai Master possesses (3)
12. The Kai Master who was once envoy to Port Bax (8)
14. The organ of bearing in a human (3)
15. A small, poisonous snake (3)
18. This substance is found under the skins of Baknar (3)
19. In the direction of (2)
20. In battle, a cuissart protects this part of the body (3)
21. Evil traitor (7)
22. A young goose (7)
24. A historical period (3)
26. Arrows and bolts are both types of '-----' (7)
27. To '----inate' something is to get rid of it (4)
30. A town on the edge of the Wildlands (6)
31. A holy order sworn to silence (9)
34. Captain D'Val's first name (5)
35. Eager or expectant (4)
37. Cala---- are found growing in the Maaken mines (4)
39. Used to propel a boat (3)
40. A remote province of Sommerlund (6)
41. A poem to celebrate an event (3)
44. A Greek island off the coast of Turkey (3)
45. A river north of Ruanon (4)
48. A disorderly crowd of people (3)

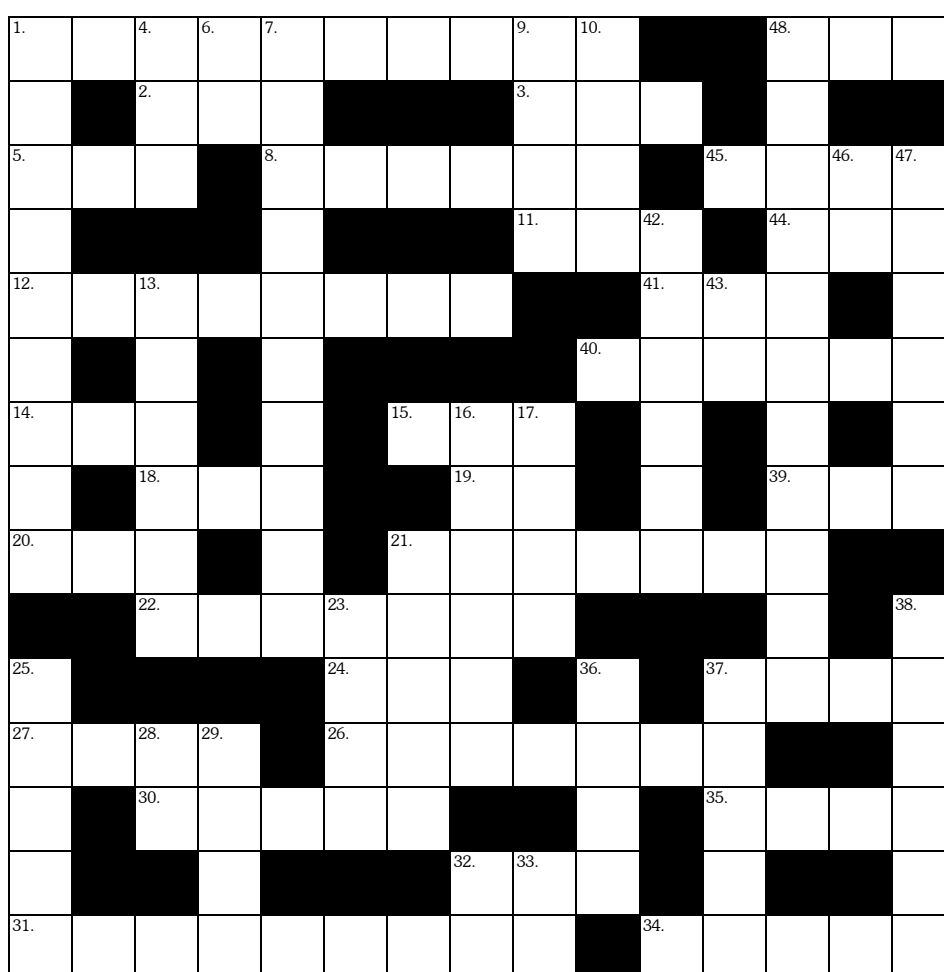
DOWN

1. A game played in the gambling halls of Ragadorn (9)
4. One grain of a cereal plant (3)
6. Opposite of down (2)
7. These were raised from the seabed to stop the Durenese fleet (10)
9. To send out, or to utter (4)
10. Very uncommon (4)
13. A young sailor aboard the 'Green Sceptre' (6)
16. Pieces of smooth rock (6)
17. A terrible smell (4)
23. Unable to walk due to an injury (4)
25. A Kalte guide (5)
28. The thing being discussed (2)
29. A lake (4)
32. Doctor (abbrev.) (2)
33. United States (abbrev.) (2)
36. A fishy weapon? (4)
37. To stop (5)
38. A soldier who patrols the borders of Sommerlund (6)
42. If your endurance reaches this point, you are dead (6)
43. The Russian word for 'yes' (2)
46. The English word for 'niet' (2)
47. The 'Pick and Shovel' tavern is located here (6)
48. The chasm of doom (11)





COMPETITION CROSSWORD



NAME & ADDRESS OF "Summer Special Crossword" ENTRANT (PLEASE PRINT)

.....

.....

.....

Send to: Lone Wolf Club (SS4), 17-21 Conway Street, London, W1P 6JD

KAI QUESTIONNAIRE



1. Which is your favourite Lone Wolf book?
2. Which Lone Wolf book did you buy first?
3. Which Lone Wolf book has the best cover?
4. Which is your favourite black & white illustration? Book NoEntry
5. Which is your favourite entry/scene? Book No Entry
6. How many Lone Wolf books do you have?
7. How many other solo-gamebooks do you have?
8. How do you rate Lone Wolf compared to other solo-gamebooks?
9. What is it about Lone Wolf that you enjoy the most?
10. Is there anything you really dislike about Lone Wolf?
11. How did you hear about Lone Wolf gamebooks?
12. Where do you buy your Lone Wolf books?
13. Do you have any difficulty getting hold of Lone Wolf books?
14. Do your friends read Lone Wolf?
15. How many people (besides yourself) read your copy of Lone Wolf?
One..... Two..... Three Four..... Five/more
16. How do you rate the Lone Wolf rule system on the following points?
Clarity..... Design.....
Ease of use Originality
17. Do you think the Lone Wolf adventures are (tick appropriate description):
Too easy? A bit easy?..... OK? A bit hard? Too hard?
18. Do you think the Lone Wolf books are value for money?
19. Do you think Lone Wolf improves or lessens in quality?
20. Do you play Role-playing games? If so, which?
21. Do you read Role-playing games magazines? If so, which?
22. Do you own a computer? If so, which?
23. Would you like to see anything added to the Lone Wolf Club Newsletter?
24. Would you like to see anything dropped from the Club Newsletter?
25. How old are you?
26. If you would like us to send details about the Lone Wolf Club to one of your friends who is not already a member, please fill in their name and address below:

Name:..... Address:.....

.....

Project Aon License

21 August 2009

0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

By viewing or downloading the books or the illustrations, you agree to refrain from redistributing them in any format for any reason. This is intended to protect readers from getting poor quality, unofficial versions or from being asked for payment in exchange for the books by someone who is redistributing them unofficially.

Anyone who wishes to simply view or download the Internet Editions for their own personal use need not worry about running afoul of the terms of this License. These activities are within acceptable behaviour as defined by this License.

This section does not contain the legally binding terms of this license. Please read the precise terms and conditions of this license that follow.

The current version of this license can be found at the following URL:

<http://www.projectaon.org/license/>

1. Definitions

1.0

'License' shall hereafter refer to this document.

1.1

'Authors' shall hereafter refer to Joe Dever, Ian Page, and Gary Chalk, copyright holders for the literary works covered by this license. Where Joe Dever, Ian Page, or Gary Chalk is mentioned singly, they will be referred to by name.

1.2

'Illustrators' shall hereafter refer to Rob Adams, copyright holder of portions of *The Magnumund Companion*; Paul Bonner, holder of the copyrights for the illustrations of the World of Lone Wolf books; Gary Chalk, holder of the copyrights for the illustrations of Lone Wolf books one through eight counted inclusively, holder of the copyrights of portions of *The Magnumund Companion*, and holder of the copyrights for *The Lone Wolf Poster Painting Book*; Melvyn Grant, holder of the copyrights for the illustrations of *Freeway Warrior 1: Highway Holocaust*; Richard Hook, copyright holder of portions of *The Magnumund Companion*; Peter Andrew Jones, copyright holder of the illustrations used in the *Lone Wolf 10th Anniversary Calendar*; Cyril Julien, copyright holder of portions of *The Skull of Agarash*; Peter Lyon, copyright holder of portions of *The Magnumund Companion*; Trevor Newton, copyright holder of the illustrations of *Voyage of the Moonstone*; Peter Parr, copyright holder of the illustrations of *Black Baron* and *White Warlord*; *Emerald Enchanter* and *Scarlet Sorcerer*; Graham Round, copyright holder of portions of *The Magnumund Companion*; and Brian Williams, holder of the copyrights for the illustrations of Lone Wolf books nine through twenty-eight counted inclusively with the exception of the illustrations for book twenty-one, *The Voyage of the Moonstone*, holder of the copyrights of portions of *The Skull of Agarash*, and holder of the copyrights for the illustrations of books two through four, counted inclusively, of the *Freeway Warrior* series. Where Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Graham Round, or Brian Williams is mentioned singly, they will be referred to by name.

1.3

'Internet' shall hereafter refer to any means of transferring information electronically between two or more 'Licensees'. (The term 'Licensee' is defined in Section 1.5

of the License)

1.4

'Internet Editions' shall hereafter refer to the document or documents, any parts thereof or derivative works thereof (including translations) made available to the public under the terms of this License via the Internet. The term 'Internet Editions' is limited to the electronic transcription of certain text and illustrations by the Authors and Illustrators respectively as listed hereafter.

The following are the works written by Joe Dever which are being offered under the terms of this license:

- *Flight from the Dark*;
Copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Copyright 1987 Joe Dever and Gary Chalk.
- *The Cauldron of Fear*;
Copyright 1987 Joe Dever.
- *The Dungeons of Torgar*;
Copyright 1987 Joe Dever.
- *The Prisoners of Time*;
Copyright 1987 Joe Dever.
- *The Masters of Darkness*;
Copyright 1988 Joe Dever.
- *The Plague Lords of Ruel*;
Copyright 1990, 1992 Joe Dever.
- *The Captives of Kaag*;
Copyright 1991 Joe Dever.
- *The Darke Crusade*;
Copyright 1991, 1993 Joe Dever.
- *The Legacy of Vashna*;
Copyright 1991, 1993 Joe Dever.
- *The Deathlord of Ixia*;
Copyright 1992, 1994 Joe Dever.
- *Dawn of the Dragons*;
Copyright 1992 Joe Dever.
- *Wolf's Bane*;
Copyright 1993, 1995 Joe Dever.
- *The Curse of Naar*;
Copyright 1993, 1996 Joe Dever.
- *Voyage of the Moonstone*;
Copyright 1994 Joe Dever.
- *The Buccaneers of Shadaki*;
Copyright 1994 Joe Dever.
- *Mydnight's Hero*;
Copyright 1995 Joe Dever.
- *Rune War*;
Copyright 1995 Joe Dever.
- *Trail of the Wolf*;
Copyright 1997 Joe Dever.
- *The Fall of Blood Mountain*;
Copyright 1997 Joe Dever.
- *Vampirium*;
Copyright 1998 Joe Dever.
- *The Hunger of Sejanor*;
Copyright 1998 Joe Dever.
- *The Magnumund Companion*;
Copyright 1986 Joe Dever.
- *Freeway Warrior 1: Highway Holocaust*;
Copyright 1988 Joe Dever.
- *Freeway Warrior 2: Slaughter Mountain Run*;
Copyright 1988 Joe Dever.
- *Freeway Warrior 3: The Omega Zone*;
Copyright 1989 Joe Dever.
- *Freeway Warrior 4: California Countdown*;
Copyright 1989 Joe Dever.

The following are the works written by Ian Page which are being offered under the terms of this license:

- *Grey Star the Wizard*;
Copyright 1985 Ian Page.

- *The Forbidden City*;
Copyright 1986 Ian Page.
- *Beyond the Nightmare Gate*;
Copyright 1986 Ian Page.
- *War of the Wizards*;
Copyright 1986 Ian Page.

The illustrations created by Rob Adams for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Rob Adams.

The illustrations created by Paul Bonner for the following books are part of the illustrations being offered under the terms of this License:

- *Grey Star the Wizard*;
Illustrations copyright 1985 Paul Bonner.
- *The Forbidden City*;
Illustrations copyright 1986 Paul Bonner.
- *Beyond the Nightmare Gate*;
Illustrations copyright 1986 Paul Bonner.
- *War of the Wizards*;
Illustrations copyright 1986 Paul Bonner.

The illustrations created by Gary Chalk for the following books are part of the illustrations being offered under the terms of this License:

- *Flight from the Dark*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Illustrations copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Illustrations copyright 1987 Joe Dever and Gary Chalk.
- *The Magnumund Companion*;
Some illustrations copyright 1986 Gary Chalk.
- *The Lone Wolf Poster Painting Book*;
Copyright 1986 Gary Chalk.

The text written by Gary Chalk for the following book is being offered under the terms of this License:

- *The Lone Wolf Poster Painting Book*;
Copyright 1987 Gary Chalk.

The illustrations created by Melvyn Grant for the following book are part of the illustrations being offered under the terms of this License:

- *Freeway Warrior 1: Highway Holocaust*;
Illustrations copyright 1988 Melvyn Grant.

The illustrations created by Richard Hook for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Richard Hook.

The illustrations created by Peter Andrew Jones for the following book are part of the illustrations being offered under the terms of this License:

- *Lone Wolf 10th Anniversary Calendar*;
Illustrations copyright 1994 Peter Andrew Jones.

The illustrations created by Cyril Julien for the following book are part of the illustrations being offered under the terms of this License:

- *The Skull of Agarash;*
Some illustrations copyright 1994 Cyril Julien.

The illustrations created by Peter Lyon for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion;*
Some illustrations copyright 1986 Peter Lyon.

The illustrations created by Trevor Newton for the following book are part of the illustrations being offered under the terms of this License:

- *Voyage of the Moonstone;*
Illustrations © 1994 Trevor Newton.

The illustrations created by Peter Parr for the following books are part of the illustrations being offered under the terms of this License:

- *Black Baron;*
Illustrations © 1986 Peter Parr.
- *White Warlord;*
Illustrations © 1986 Peter Parr.
- *Emerald Enchanter;*
Illustrations © 1986 Peter Parr.
- *Scarlet Sorcerer;*
Illustrations © 1986 Peter Parr.

The illustrations created by Graham Round for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion;*
Some illustrations copyright 1986 Graham Round.

The illustrations created by Brian Williams for the following books are part of the illustrations being offered under the terms of this License:

- *The Cauldron of Fear;*
Illustrations Copyright 1987 Brian Williams.
- *The Dungeons of Torgar;*
Illustrations Copyright 1987 Brian Williams.
- *The Prisoners of Time;*
Illustrations Copyright 1987 Brian Williams.
- *The Masters of Darkness;*
Illustrations Copyright 1988 Brian Williams.
- *The Plague Lords of Ruel;*
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Captives of Kaag;*
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Darke Crusade;*
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Legacy of Vashna;*
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Deathlord of Ixia;*
Illustrations Copyright 1992 Brian Williams.
- *Dawn of the Dragons;*
Illustrations Copyright 1992 Brian Williams.
- *Wolf's Bane;*
Illustrations Copyright 1993 Brian Williams.
- *The Curse of Naar;*
Illustrations Copyright 1993 Brian Williams.
- *The Buccaneers of Shadaki;*
Illustrations Copyright 1994 Brian Williams.
- *Midnight's Hero;*
Illustrations Copyright 1995 Brian Williams.
- *Rune War;*
Illustrations Copyright 1995 Brian Williams.
- *Trail of the Wolf;*
Illustrations Copyright 1997 Brian Williams.
- *The Fall of Blood Mountain;*
Illustrations Copyright 1997 Brian Williams.
- *Vampirium;*
Illustrations Copyright 1998 Brian Williams.
- *The Hunger of Sejanoz;*
Illustrations Copyright 1998 Brian Williams.
- *The Skull of Agarash;*
Some illustrations copyright 1994 Brian Williams.
- *Freeway Warrior: Slaughter Mountain Run;*
Illustrations Copyright 1989 Brian Williams.
- *Freeway Warrior: The Omega Zone;*
Illustrations Copyright 1989 Brian Williams.

- *Freeway Warrior: California Countdown;*
Illustrations Copyright 1989 Brian Williams.

The works distributed under the collective title *Lone Wolf Club Newsletters*—which are composed of, in part, the above named works—will also be distributed under the terms of this License.

'Internet Editions' shall not refer to any other works by the Authors, nor any other illustrations by the Illustrators unless the Authors or Illustrators amend this License. 'Internet Editions' shall refer solely to the text and illustrations of the above works when made available through the Internet.

1.5

'Licensee' shall hereafter refer to any person or electronic agent who receives some portion or all of the Internet Editions. The 'Licensee' shall hereinafter be referred to as 'Licensee' or 'you'.

1.6

'Distribution Point' shall hereafter refer to the specific Internet site or sites to which the Authors and Illustrators have granted rights to distribute the Internet Editions.

1.7

'Maintainer' shall hereafter refer to the person or persons who are responsible for the maintenance of the Distribution Point.

2. Terms of Distribution

2.0

The terms of this License are limited to the distribution of the Internet Editions. No other form of distribution is covered under the terms of this License.

2.1

The Authors and Illustrators grant you the right to receive a copy or copies of the Internet Editions from the Distribution Point at no charge provided that you agree to all of the terms and obligations of this License. If you do not agree to all of the terms and obligations of this License, you are not granted any rights by this License.

You agree to be bound by the terms and obligations of this License by the act of receiving or viewing a copy of any portion of the Internet Editions even though you have not signed a written document. Indeed, you have no right to receive or view a copy or copies without first accepting this License as legally valid and binding and agreeing to the terms and obligations of this License.

2.2

You agree to refrain from redistributing the Internet Editions in any form, electronic or otherwise, to any other person or persons for any reason by any means. You are granted the right to receive a copy or copies only for your own personal use.

This License does not collectively grant any rights to corporations or groups of individuals when regarded as one legal entity. This License exclusively grants rights to private individuals.

Redistribution includes but is not limited to displaying the Internet Editions within the graphical representation of an Internet site other than the Distribution Point. This prohibition includes but is not limited to the use of HTML 'frames'.

An exception to the restrictions on redistribution in this section is made in that you may send the Internet Editions or derivative works thereof to the Distribution Point by the consent of the Maintainer.

2.3

The Authors and Illustrators retain all other rights to their respective portions of the Internet Editions not covered by this License. The Authors or Illustrators may, at any time, without notice and without need to show due cause, revoke the rights granted to you by this License to their respective portions of the Internet Editions.

2.4

If a person is under the legal age to be able to enter into a

contractual relationship as defined by the laws of the area in which that person resides, they may have a parent or legal guardian agree to be bound by the terms and obligations of this License. On condition of agreeing to be bound by the terms of the License, that same parent or legal guardian may thereafter give a copy or copies of the Internet Editions to that child. That parent or legal guardian is thereafter legally responsible to ensure that that child behaves in accordance with all of the terms and obligations of this License.

The authority of a parent or legal guardian to distribute the Internet Editions does not extend to the distribution of the Internet Editions to any other person or persons except his or her child or legal dependent.

3. Termination of the License

3.0

If for any reason you are unable to comply with any of the terms and obligations of this License, you agree to destroy all copies of the Internet Editions of which you have control within fourteen calendar days after the first violation.

3.1

If any of the Authors or the Illustrators revokes your rights granted under this License, you agree to destroy all copies of the Authors' or Illustrators' work which is a part of the Internet Editions of which you have control within fourteen calendar days of receiving notification in any form.

4. Jurisdiction

4.0

If, in consequence of court judgement or the laws of a particular area, any portion of the License is held as invalid or unenforceable in any particular circumstance, you are no longer granted any rights under the terms of this License in that circumstance. You agree to act in accordance with section 3.0 for all copies of the Internet Editions for which the License is held as invalid or unenforceable as if you had violated the terms and obligations of the License. The License is intended to remain in force in all other circumstances.

5. Revision of the License

5.0

The Authors and the Illustrators may publish revisions of this License in the future to address new concerns. Any further revisions will be legally binding at the time that you receive notification in any form of the revision.

6. NO WARRANTY

6.0

BECAUSE THE INTERNET EDITIONS ARE LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE INTERNET EDITIONS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE INTERNET EDITIONS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY OF THE INTERNET EDITIONS IS WITH YOU. SHOULD THE INTERNET EDITIONS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY REPAIRS.

6.1

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER OR MAINTAINER BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE INTERNET EDITIONS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE INTERNET EDITIONS TO OPERATE WITH ANY PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.